

## Objective

The objective of this league is to reinforce the fundamental concepts of hitting, fielding, and teamwork to boys who participate. All players will bat from a "coach pitch." Participants should understand the basic rules of baseball, basic fielding of grounders and pop-ups, and basic batting techniques when leaving this league. In-season practices should be scheduled to facilitate instructions by manager and assistant coaches.

### *Team Composition*

- Only players registered in Seneca Valley North Athletic Association (SVNAA) are permitted to play in a league game or participate in a practice. This is for insurance purposes.
- A scorekeeper or parent must remain in the bench area at all times to control the bench area.
- Only players, managers and coaches, and a scorekeeper/control parent are permitted to be on the bench or dugout area.
- All players are encouraged to remain in the bench area when not playing in the field, on deck, hitting, or running the bases. The obvious exception, of course, is a necessary trip to the bathroom.
- Team jerseys and hats must be worn for games, and jerseys must be tucked in during play.

### *Unique Features*

- An adult will pitch to his or her own team. After pitching the ball, this coach becomes the 2nd base umpire and determines base runner position at the point of infield control. Under no circumstances should the coach catch or touch the ball at any time.
- A batter is out after three strikes or eight pitches. If the eighth pitch is fouled off, the batter remains alive.
- There is no bunting, no lead-offs, base stealing, or head-first sliding, except for rundown plays.
- There may be up to four outfielders.
- Play stops when any infielder, including catcher, has control of the ball in the infield (fair territory).
- Every player on the roster must play at least four defensive innings. In addition, each rostered player must play a minimum of two innings in the infield and two in the outfield. The catcher's spot can be counted for one inning of infield play.
- Call-ups may play one inning in the infield. There will be exceptions to the infield rules based on discussion and approval by the parents of the rostered player. No player may play more than three innings at any position..
- It is mandatory for the player in the pitcher position to wear a heart guard and a helmet with a mask.

### *Managers*

Teach the children the correct way to play baseball, balance competition and a desire to win with safety, fun, and good sportsmanship, ensure all players wear appropriate equipment at all times, provide an umpire for every game, and ensure all coaches, fans, and players conduct themselves properly.

- Only the head coaches can talk to umpires.
- Players must stay in the dugout or on the bench when not playing in the field or at bat.
- Players, coaches and scorekeepers must be the only ones allowed on the bench.
- Smoking or the use of drugs/alcohol of any kind on the field, benches, or surrounding playing area is prohibited.
- Managers are to supply a line-up card to the other team with full names, batting orders, and fielding positions for the entire game. This provides a reference to verify that all players are getting a chance to play infield and outfield positions. It also helps coaches when it's time to vote for All-Stars!
- Coaches are not allowed to talk on cell phones while coaching the bases. If the need arises, he or she must leave the field.

### *Home Team Managers*

- Make sure field and equipment is ready for play.
- Decide on postponement of game due to inclement weather.
- Consult with Commissioner on condition of the field.
- Notify visiting team and report postponement to League Commissioner.
- Determine which umpires will cover home plate and field.
- Ensure bases and any other league equipment is put away properly after the game.
- Make sure the League Commissioner is notified of the results after the game.

### *Umpires*

Umpire assignments are as follows: First and third base coaches will perform umpire responsibilities at those bases. The Pitcher/Coach will monitor second base and determine baserunner positions. An adult/coach will be placed behind home plate to speed up the game, help batters and catchers, and perform umpire duties there (including pitch count and fair/foul calls). Umpires are to control the game and accept questions from head coaches only; assistant coaches, parents, and players should not talk to umpires. Essentially, the game is in the hands of the Head Coaches (Managers). All umpires serve under their direction.

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- If game has already started, determining if game should be stopped or postponed due to unplayable conditions is a joint decision of the managers.
- It is acceptable for any umpire to ask the other umpires to provide input for a decision.
- An umpire may not offer input to another umpire if it is not solicited.
- Ensure that anyone ejected from the game leaves the playing area immediately and that play does not resume until the person is gone.

### *Field Layout*

- Bases are 60 feet apart and half-way marks should be drawn in the base lines between first and second, second and third, and third and home plate.
- Also, a short piece of baseline will cross the halfway marks in the infield. This will assist umpires in rulings about runners out of the base line. Rulings about a player being out of the base line should be made quickly and loudly; this gives the defense a legitimate chance to pursue another play.
- The pitcher's mound is 40 feet from the back of home plate.

### *Equipment*

- Only rubber or nylon cleats are allowed.
- All batters and runners must wear helmets during practices and in the games.
- Pitcher position players must wear a helmet with a face mask and a heart guard protector.
- Catchers must wear face mask with throat protector and helmet, shin guards, and chest protector, and a protective cup.

### *Ground Rules*

- Coaches should make every effort to start the game on time.
- Each team must have a pitcher and a catcher (a catcher is not necessary with only eight players).
- Each team must have at least eight players to play an official game.
- A team will forfeit the game if it does not have eight players by 15 minutes after game time.
- Game time is considered the scheduled start time as outlined in the Pee Wee schedule unless otherwise altered by agreement of both managers.
- If the two managers agree to play anyway (and they should), the official game result will be recorded as a forfeit.
- The visiting team will have the use of the field 30 minutes prior to game time.
- The home team will have the use of the field from when it is available until 30 minutes prior to game time.
- Any intentional interference with any play that could result in an injury should be addressed by the umpire.
- The umpire will have the option to give the player a warning, call him "out," or eject him from the game, depending on the severity of the interference.
- This will require judgment from the umpire and support from the manager.

### *Game*

- Regulation game is six innings. If the score is tied after 6 innings, the game will continue until tie is broken.
- The game cannot go past eight innings. However, if the score is tied after eight innings, the final score is recorded as a tie.
- If conditions prevent continuing, a game may be called after four innings or if the visiting team completes its half of the fourth inning and the home team is ahead. Typically, this requires agreement of the head coaches and the umpire (majority rules), but discernment will have to be used in the absence of an impartial umpire!
- There is unlimited substitution, but players cannot move from one position to another during an inning unless there is an injury involved.
- Games that are canceled by weather conditions will not be made up. This may result in teams not playing equal numbers of games; final standings, in that case, will be determined by winning percentage. A team may call time out once per (half) inning.
- If the next inning's catcher is on base with two outs, he may be substituted with the last batter/runner to be called out (speed up rules).

### *Scoring*

- A team can bat a maximum of five runs per inning except for the last inning.
- Three outs must be recorded to end the last inning.

### *Pitching*

- An adult will pitch to his own team, and pitches must be overhand.
- The adult pitcher must pitch with back foot in contact with pitching rubber.
- The adult pitcher should make every attempt to avoid the batted ball or a thrown ball that is still in play. If the hit ball hits the adult pitcher prior to being touched by a defensive player, the ball is dead and ruled as a "no-pitch."

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- The player/pitcher must not be positioned in front of the adult pitcher!
- Once the pitch is delivered, the adult pitcher cannot coach hitters or base runners.

### *Batting*

- The batter is out after three strikes (swings) or eight pitches. Starting on the eighth pitch, the batter must foul tip or hit the ball. No bunting.
- Any batted ball that strikes wires, trees, etc., is dead and ruled a “no-pitch.” This does not include the backstop and any of the fencing surrounding the field.
- All players in attendance must bat in consecutive order even when they are not playing defensively.
- Only one on-deck batter is permitted swing a bat to warm up.
- Players arriving late will be added to the end of the batting order. Players leaving early will vacate their spot in the order, and that spot will be treated, at that point, as if no player had been there.
- A batter throwing the bat will be warned on the first violation and the play will continue.
- Both team head coaches will also be warned of violation and scorekeepers should make a note of it. For every violation after that, the batter will be called out, the ball is dead, and all the base runners will return to the base occupied at the time of the violation. Each team gets one warning.
- All batters must wear a helmet at all times.

### *Base Running*

- No lead-offs.
- If a runner leaves the base early (before contact is made), the umpire will give the team a warning, there is no play, any hits are dead balls, the pitch is ruled as a “no-pitch,” and the scorekeepers will note the violation. For every violation after that, all base runners that lead-off will be called out.
- No stealing. There is no head-first sliding. (After one warning, any player from either team who slides head first will be called out.) No sliding into first base, except back to first base.
- All base runners must wear a helmet at all times.
- Runners may advance only one base when the ball is overthrown out of play from the outfield.
- If a player is past the halfway line, they will get the immediate base plus one for the overthrow. However, if the player has not past the halfway line, they will get the immediate base only. The lead runner determines the lead base allowed.
- Runners must touch all bases. Missing any base constitutes an out, as called by an umpire/coach after the ball is dead. A base coach has a responsibility, first, to alert his players to a missed base; if that alert is ignored, once the play is finished, the runner shall be called out.
- Play is stopped either by a play at any base or when an infielder has possession of the ball with at least one foot in the infield (fair territory). Any runners that have advanced at least halfway to the next base will be awarded that base, provided they reach it safely. If the halfway line is not reached, the runner goes back, again, provided that they do it safely. Reaching the line between second and third is not the same as reaching third, for example. The runners still have to run!
- All players must avoid contact if possible. A runner who collides with a fielder in the act of fielding the ball or catching a throw will be called out. If a fielder, not making a play, obstructs or collides with a runner, that runner will be awarded the base he is going to and all preceding runners will advance accordingly. Fielders should not be positioned in the base lines, and they should not be standing on any base without the ball.

### *Fielding*

- There will be six players in the infield, including the pitcher and catcher (no rover).
- There will be no more than 10 players on the field at any one time (four outfielders). Outfielders must stay behind an arc twenty feet behind the infield line.
- An overthrow by an outfielder that is out of play is a dead ball and runners can advance one base. The play is over when the ball is thrown to an infielder and controlled within the infield (in fair territory).
- There is no infield-fly rule.
- A ball fielded by an infielder is considered to be under infield control, no matter what kind of throw follows. No bases will be awarded on overthrows by an infielder.
- Outfielders may not cover a base for infielders, nor should they make putouts at a base.
- A maximum of two defensive coaches are allowed in the field at any given time. They are to be positioned behind the infield or in the outfield, and try not to block the players' line of sight.
- A fielder assigned a position must play that position for the entire inning; the only exception will be due to injury. There is free substitution and movement between innings.